

All Pending Claims:**(in Clear Form, in accordance with 37 CFR §1.121):**

Please cancel claim 1 and add claims 2-41 as indicated below:

1. (CANCELLED)

NEW Claims

2. A method for employing a Hypertext Transfer Protocol (HTTP protocol) for transmitting streamed digital media data from a server, the server being configured for coupling to a client computer via a computer network, comprising:

receiving at the server from the client an HTTP POST request, the POST request requesting a first portion of the digital media data and comprising a request header and a request entity-body, the request entity body comprising a media command for causing the first portion of the digital media data to be sent from the server to the client; and

sending an HTTP response to the client from the server, the HTTP response comprising a response header and a response entity body, the response entity body comprising at least a portion of the first portion of the digital media data, wherein the digital media data comprises multimedia data.

1 3. A method as recited in claim 2, wherein the digital media data
2 comprises video data.

3
4 4. A computer-readable medium having computer-executable
5 instructions that, when executed by a computer, performs a method for
6 transmitting streamed media data employing a Hypertext Transfer Protocol (HTTP
7 protocol) for transmitting streamed digital media data from a server, the server
8 being configured for coupling to a client computer via a computer network, the
9 method comprising:

10 receiving at the server from the client an HTTP POST request, the POST
11 request requesting a first portion of the digital media data and comprising a
12 request header and a request entity-body, the request entity body comprising a
13 media command for causing the first portion of the digital media data to be sent
14 from the server to the client; and

15 sending an HTTP response to the client from the server, the HTTP response
16 comprising a response header and a response entity body, the response entity body
17 comprising at least a portion of the first portion of the digital media data, wherein
18 the digital media data comprises multimedia data.

19
20 5. A medium as recited in claim 4, wherein the digital media data
21 comprises video data.

22
23 6. A client system comprising:
24 a sender configured to send a Hypertext Transfer Protocol (HTTP protocol)
25 POST request requesting a first portion of the digital media data and comprising a

1 media command for causing the first portion of the digital media data to be sent
2 from a server system to the client system; and

3 a receiver configured to receive an HTTP response to the client system
4 from the server system, the HTTP comprising at least a portion of the first portion
5 of the digital media data, wherein the digital media data comprises multimedia
6 data.

7
8 7. A system as recited in claim 6, wherein the digital media data
9 comprises audio data.

10
11 8. A system as recited in claim 6, wherein the digital media data
12 comprises video data.

13
14 9. A server system comprising:

15 a receiver configured to receive a Hypertext Transfer Protocol (HTTP
16 protocol) POST request requesting a first portion of the digital media data and
17 comprising a media command for causing the first portion of the digital media
18 data to be sent from the server system to a client system; and

19 a sender configured to send an HTTP response to the client system from the
20 server system, the HTTP comprising at least a portion of the first portion of the
21 digital media data, wherein the digital media data comprises multimedia data.

1 10. A system as recited in claim 9, wherein the digital media data
2 comprises audio data.

3
4 11. A system as recited in claim 9, wherein the digital media data
5 comprises video data.

6
7 12. A method facilitating the transmission of streamed digital media data
8 from a server, the server being configured for coupling to a client via a computer
9 network, the method comprising:

10 receiving multiple communications requests from a client, such requests
11 employing differing network protocols;

12 responding to one of the requests using the same network protocol
13 employed by that request.

14
15 13. A method as recited in claim 12 further comprising responding to
16 each request using the network protocol associated with each request.

17
18 14. A method as recited in claim 12, wherein the multiple
19 communications requests are received substantially concurrently.

20
21 15. A method as recited in claim 12, wherein the network protocols
22 employed are selected from a group consisting of TCP, UDP, HTTP, HTTP proxy,
23 HTTP through port (multiplex) 80, and HTTP through port (multiplex) 8080
24
25

1 16. A method as recited in claim 12, wherein the digital media data
2 comprises multimedia data.

3
4 17. A method as recited in claim 12, wherein the digital media data is
5 selected from a group consisting of video and audio data.

6
7 18. A method facilitating the transmission of streamed digital media data
8 from a server, the server being configured for coupling to a client via a computer
9 network, the method comprising:

10 sending multiple communications requests to a server from a client, such
11 requests employing differing network protocols and such requests request that the
12 server respond to each request using the same network protocol employed by that
13 requests;

14 monitoring reception of one or more responses from the server, wherein
15 each of such responses correspond to one of the multiple requests and each of such
16 responses employs the same network protocol employed by its corresponding
17 request.

18
19 19. A method as recited in claim 18 further comprising selecting a "most
20 advantageous" protocol amongst network protocols employed by the responses
21 from the server.

1 20. A method as recited in claim 18 further comprising selecting a "most
2 advantageous" protocol amongst network protocols employed by the responses
3 from the server, wherein the differing network protocols have an associated "most
4 advantageous" priority associated therewith.

5
6 21. A method as recited in claim 18, wherein the multiple
7 communications requests are sent substantially in parallel.

8
9 22. A method as recited in claim 18, wherein the multiple
10 communications requests are sent substantially concurrently.

11
12 23. A method as recited in claim 18, wherein the multiple
13 communications requests are sent within a bounded time frame.

14
15 24. A method as recited in claim 18, wherein the network protocols
16 employed are selected from a group consisting of TCP, UDP, HTTP, HTTP proxy,
17 HTTP through port (multiplex) 80, and HTTP through port (multiplex) 8080.

18
19 25. A method as recited in claim 18, wherein the digital media data
20 comprises multimedia data.

21
22 26. A method as recited in claim 18, wherein the digital media data is
23 selected from a group consisting of video and audio data.

1 27. A server system facilitating the transmission of streamed digital
2 media data via a computer network, the system comprising:

3 a receiver configured to receive multiple communications requests from a
4 client, such requests employing differing network protocols;

5 a responder configured to respond to one of the requests using the same
6 network protocol employed by that request.

7
8 28. A system as recited in claim 27, wherein the responder is further
9 configured to respond to each request using the network protocol associated with
10 each request.

11
12 29. A system as recited in claim 27, wherein the multiple
13 communications requests are received substantially concurrently.

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15 30. A system as recited in claim 27, wherein the network protocols
16 employed are selected from a group consisting of TCP, UDP, HTTP, HTTP proxy,
17 HTTP through port (multiplex) 80, and HTTP through port (multiplex) 8080

18
19 31. A system as recited in claim 27, wherein the digital media data
20 comprises multimedia data.

21
22 32. A system as recited in claim 27, wherein the digital media data is
23 selected from a group consisting of video and audio data.
24
25

1 33. A client system facilitating the transmission of streamed digital
2 media data via a computer network, the system comprising:

3 a transmitter configured to send multiple communications requests to a
4 server, such requests employing differing network protocols and requesting that
5 the server respond using the same network protocol employed by that request;

6 a monitor configured to receive one or more responses from the server,
7 wherein each of such responses correspond to one or more of the multiple requests
8 and each of such responses employs the same network protocol employed by its
9 corresponding request.

10
11 34. A system as recited in claim 33 further comprising a protocol
12 selector configured to select a "most advantageous" protocol amongst network
13 protocols employed by the responses from the server.

14
15 35. A system as recited in claim 33 further comprising a protocol
16 selector configured to select a "most advantageous" protocol amongst network
17 protocols employed by the responses from the server, wherein the differing
18 network protocols have an associated "most advantageous" priority associated
19 therewith.

20
21 36. A system as recited in claim 33, wherein the transmitter is further
22 configured to send multiple communications requests substantially in parallel.

1 37. A system as recited in claim 33, wherein the transmitter is further
2 configured to send multiple communications requests substantially concurrently.

3
4 38. A system as recited in claim 33, wherein the transmitter is further
5 configured to send multiple communications requests within a bounded time
6 frame.

7
8 39. A system as recited in claim 33, wherein the network protocols
9 employed are selected from a group consisting of TCP, UDP, HTTP, HTTP proxy,
10 HTTP through port (multiplex) 80, and HTTP through port (multiplex) 8080.

11
12 40. A system as recited in claim 33, wherein the digital media data
13 comprises multimedia data.

14
15 41. A system as recited in claim 33, wherein the digital media data is
16 selected from a group consisting of video and audio data.